



Position: CG Supervisor

Location: US / Remote

Contract: Starts ASAP, Full-time/Permanent

Contact: dana@rachelelewis.com

RLT has a client that is seeking a CG Supervisor for their boutique VFX studio in California, currently working on high-end VFX projects.

- Starts ASAP and could be a full-time/permanent position
- Remote from the US
- Pacific time zone preferred or able to mirror core hours 9a-6pm PST (hours can be flexible)

Responsibilities:

- Create computer graphics for feature films, games, mobile games, commercials, XR Stages, apps, VR/AR, and other projects with a balance of technical knowhow, artistic sensibility, and advanced problem-solving skills
- Recognize and oversee the execution of the client's vision and direction, and point the team to the overall show goals
- Proactively work directly alongside other artists to create highly sophisticated CG deliverables using 3D and 2D tools and techniques
- Oversee, work on, and have a strong understanding of a handful of the following disciplines: lighting, rigging, simulation (fluid, smoke, cloth, dynamics), camera setup/tracking/animation, render optimization, and other computer graphics work
- Successfully manage and produce multiple deadline-driven projects accurately, with the highest visual quality and productivity
- Participate and collaborate in both creative and technical discussions with team members
- Professionally communicate and participate in client reviews
- Run and participate in dailies with the team

- Maintain a solid understanding of current tools and methodologies, and pursue information on new developments and technologies to further his or her abilities
- Determine creative and technical opportunities within the company to improve and/or become more efficient
- Help foresee production obstacles and develop strategies to meet project deadlines
- Interface with production effectively and participate in the success of the company on a daily basis
- Work with production on bidding and show scheduling
- Assist with onboarding, training new artists, and candidate reviews
- Contribute to company branding efforts and projects - reels, breakdowns, etc
- Willing to travel as needed for on set supervision

Requirements:

- 5+ years of professional experience as a Supervisor in feature film visual effects or games
- 10+ years of hands-on VFX production experience
- Bachelor's degree in Computer Science, Computer Graphics, or similar discipline
- Diverse capabilities of the principles of 3D, such as; animation, modeling, basic rigging, texturing, shading, lighting, and rendering
- Solid understanding and working knowledge in software such as Maya, Nuke, Houdini, Arnold, Gaffer, Katana, ZBrush, 3ds Max, Shotgun, and Photoshop
- Strong understanding of directory structure, file formats, naming conventions, scripts, automation tools, etc
- Strong traditional art and photography skills
- Strong understanding of lighting principles and color theory
- Excellent written and verbal communication skills
- Ability to work in a collaborative team environment
- Experience with Unreal Engine and Unity is a plus

If you're interested in talking about this excellent opportunity, please send your resume to dana@rachelelewis.com.

If you fit the criteria, the next step would be setting up a phone or zoom where we can give you the full download after signing an NDA (requested by the client).

Thank you - <http://rachelelewis.com/>

Contact: dana@rachelelewis.com with resume if interested.

RLT is an employer-paid talent acquisition company; there is never a fee to candidates